CLAIMS

1. A game console, comprising:

a memory;

a processor coupled to the memory; and

a console application stored in the memory and executable on the processor, the console application presenting a user interface to facilitate access to multiple different media types.

2. A game console as recited in claim 1, wherein the memory comprises a hard disk drive.

3. A game console as recited in claim 1, wherein the media types are selected from a group of media types comprising game data, audio data, and video data.

4. A game console as recited in claim 1, wherein at least one media type is stored remotely from the game console.

5. A game console as recited in claim 1, wherein the user interface comprises a main menu that includes selectable elements for each of the media types.

6. A game console as recited in claim 5, wherein the user interface comprises a games collection menu that is presented upon selection of a selectable element in the main menu that relates to a game media type, the games collection menu identifying currently available games.

7. A game console as recited in claim 5, wherein the user interface comprises a music collection menu that is presented upon selection of a selectable element in the main menu that relates to an audio media type, the music collection menu identifying currently available music.

8. A game console as recited in claim 5, wherein the user interface comprises a movie collection menu that is presented upon selection of a selectable element in the main menu that relates to a video media type, the movie collection menu identifying currently available movies.

9. A game console as recited in claim 1, wherein the console application defines a navigation hierarchy comprising:

a main menu that includes selectable elements for each of the media types; and

multiple collection menus presented upon selection of corresponding selectable elements in the main menu, each collection menu identifying content available for an associated media type.

10. A game console as recited in claim 1, further comprising:

a portable media drive configured to communicate with a portable memory device that stores a particular media type; and

the user interface being configured to facilitate access to media types other than the particular media type stored in the portable media drive.

11. A game console as recited in claim 1, further comprising:

a portable media drive configured to communicate with a portable memory device;

one or more portable memory units; and

the game console being configured to present a user interface identifying the memory, the portable memory device, and the memory units that are available for storage of user data.

12. A game console as recited in claim 1, wherein the user interface comprises a parental control settings menu that allows a user to set various content filter levels for the different media types.

13. A game console, comprising:

an integrated hard disk memory that stores instructions required for running games on the game console;

a processor coupled to the hard disk memory; and

a console application stored in the hard disk memory and executed on the processor.

14. A game console as recited in claim 13, wherein the console application presents a user interface to facilitate access to multiple different media types.

15. A game console as recited in claim 13, wherein the console application presents a user interface identifying contents of the hard disk drive.

16. A game console as recited in claim 13, wherein the console application defines a navigation hierarchy comprising:

a main menu that includes selectable elements for corresponding media types; and

multiple collection menus presented upon selection of corresponding selectable elements in the main menu, each collection menu identifying content available for an associated media type.

17. A game console as recited in claim 13, wherein the console application presents a user interface comprising:

a main menu that identifies different media types;

a games collection menu selectable from the main menu to identify one or more game titles that are currently available to play;

a music collection menu selectable from the main menu to identify one or more music titles that are currently available to play; and

a movie collection menu selectable from the main menu to identify one or more movie titles that are currently available to play.

18. A game console as recited in claim 17, wherein the user interface further comprises a memory collection menu selectable from the main menu to identify the hard disk memory and any other memory devices available for storage of user data.

19. A game console as recited in claim 17, wherein the user interface further comprises a games option menu selectable from the games collection menu to offer options pertaining to a selected game title.

20. A game console as recited in claim 17, wherein the user interface further comprises a music player menu selectable from the music collection menu to facilitate playback of a selected music title.

21. A game console as recited in claim 17, wherein the user interface further comprises a movie player selectable from the music collection menu to facilitate playback of a selected movie title.

22. A game console, comprising:

a portable memory drive configured to communicate with a portable memory device that stores a first media type, the first media type being one of game media, music media, or movie media;

a memory configured to store a second media type, the second media type being one of game media, music media, or movie media;

a processor coupled to the portable memory drive and the memory; and

a user interface to facilitate user selection of the first and second media types.

23. A game console as recited in claim 22, wherein the memory comprises a hard disk drive.

24. A game console as recited in claim 22, wherein the memory comprises a portable memory unit.

25. A game console as recited in claim 22, wherein the memory is configured to store both the first and second media types.

26. A game console as recited in claim 22, wherein the first and second media types are selected from a group of media types comprising game data, audio data, and video data.

27. A game console as recited in claim 22, wherein the user interface comprises a graphical user interface that identifies the first and second media types.

28. A game console as recited in claim 22, wherein the user interface comprises a graphical user interface identifying contents of the portable memory drive and the memory.

29. A game console as recited in claim 22, wherein the user interface comprises a graphical user interface comprising:

a main menu that identifies the game media type, the music media type, and the movie media type;

a games collection menu selectable from the main menu to identify one or more game titles of the game media type that are currently available to play;

a music collection menu selectable from the main menu to identify one or more music titles of the music media type that are currently available to play; and

a movie collection menu selectable from the main menu to identify one or more movie titles of the movie media type that are currently available to play.

30. A game console as recited in claim 29, wherein the user interface further comprises a graphical user interface comprising:

a games option menu selectable from the games collection menu to offer options pertaining to a selected game title;

a music player menu selectable from the music collection menu to facilitate playback of a selected music title; and

a movie player selectable from the music collection menu to facilitate playback of a selected movie title.

31. A game console, comprising:

a memory;

a processor coupled to the memory; and

a user interface application stored in the memory and executed on the processor to present a main menu for navigating to one of a games area pertaining

to gaming media, a music area pertaining to audio media, and a movie area pertaining to video media.

32. A game console as recited in claim 31, wherein the memory comprises a hard disk drive.

33. A game console as recited in claim 31, further comprising:

a portable media drive configured to communicate with a portable memory device that stores one media type from the gaming media, the audio media, or the video media; and

the user interface application being configured to facilitate access to another media type besides said one media type stored on the portable memory device.

34. A game console as recited in claim 31, wherein the memory comprises a hard disk drive, the game console further comprising:

a portable media drive configured to communicate with a portable memory device;

one or more memory units; and

the user interface application being configured to present a memory collection menu identifying the hard disk drive, the portable memory device, and the memory units that are available for storage of user data.

35. A game console, comprising:

one or more memory devices;

a processor; and

a user interface application stored in the memory and executed on the processor to present a memory collection menu that identifies the one or more memory devices that are available for storage of user data.

36.   A game console as recited in claim 35, wherein the user interface application facilitates memory management of the one or more memory devices.

37.   A game console as recited in claim 35, wherein the memory collection menu contains graphical elements representative of the one or more memory devices, the graphical elements being depicted in a manner that visually conveys an amount of capacity available for storage.

38.   A game console as recited in claim 35, wherein the memory collection menu contains graphical elements representative of the one or more memory devices, the graphical elements being depicted with a gauge to denote amounts of filled and unfilled storage space.

39.   A game console as recited in claim 35, wherein the memory collection menu allows user selection of a particular memory device, such that upon selection, the user interface application presents a memory contents menu that identifies contents of the selected memory device.

40. A game console as recited in claim 39, wherein the memory contents menu identifies multiple saved games pertaining to a single game title previously played on the game console and facilitates user selection of a saved game.

41. A game console as recited in claim 39, wherein the memory contents menu identifies multiple saved games pertaining to a single game title previously played on the game console and facilitates user selection of multiple saved games.

42. A game console as recited in claim 35, wherein the user interface application facilitates copying of contents from one memory device to another memory device.

43. A game console as recited in claim 35, wherein the memory collection menu contains first and second graphical elements representative of at least first and second memory devices, the user interface application being configured to facilitate movement of a file stored on the first memory device to the second memory device by dragging an icon associated with the file from the first graphical element to the second graphical element.

44. A game console, comprising:

one or more memory devices; and

a portal architecture to facilitate access to content stored on the memory devices, the portal architecture portraying the content according to media types of the content.

45. A method comprising:

booting into a console application stored on a hard disk memory of a game console; and

presenting a user interface to facilitate access to multiple different media types.

46. A method as recited in claim 45, wherein the media types are selected from a group of media types comprising game data, audio data, and video data.

47. A method as recited in claim 45, wherein the presenting comprises presenting a graphical user interface with selectable elements for each of the media types.

48. A method as recited in claim 45, further comprising navigating to one of multiple menus, where individual menus are associated with a particular media type.

49.   A method as recited in claim 48, further comprising presenting a games collection menu that identifies games currently available for playing on the game console.

50.   A method as recited in claim 48, further comprising presenting a music collection menu that identifies music currently available for playing on the game console.

51.   A method as recited in claim 48, further comprising presenting a movie collection menu that identifies movies currently available for playing on the game console.

52.   A method as recited in claim 45, further comprising presenting a memory contents menu that identifies contents stored on the hard disk memory.

53.   A method as recited in claim 45, further comprising presenting a parental control settings menu that allows a user to set various content filter levels for the various media types.

54.   One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 45.

55. A method comprising:

presenting a main menu for a game console that identifies different media types that may be played by the game console, the media types including a game media type, a music media type, and a movie media type;

upon selection of the game media type, navigating to a games collection menu that identifies one or more game titles that are currently available to play;

upon selection of the music media type, navigating to a music collection menu that identifies one or more music titles that are currently available to play; and

upon selection of the movie media type, navigating to a movie collection menu that identifies one or more movie titles that are currently available to play.

56. A method as recited in claim 55, further comprising, upon selection of a game title from the game collection menu, navigating to a menu to play the selected game title.

57. A method as recited in claim 55, further comprising, upon selection of a music title from the music collection menu, navigating to a menu to play the selected music title.

58. A method as recited in claim 55, further comprising, upon selection of a movie title from the movie collection menu, navigating to a menu to play the selected movie title.

59. A method as recited in claim 55, wherein the game console has one or more memory devices, further comprising presenting a memory collection menu that identifies the one or more memory devices that are available for storage of user data.

60. A method as recited in claim 59, further comprising, upon selection of a memory device from the memory collection menu, navigating to a memory contents menu that identifies contents of the selected memory device.

61. One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 55.

62. A method comprising:

presenting a memory collection menu that identifies one or more memory devices on a game console that are available for storage of user data; and

upon selection of a memory device, presenting a memory contents menu identifying contents of the selected memory device.

63. A method as recited in claim 62, further comprising facilitating, from the memory collection menu, memory management of the one or more memory devices.

64. A method as recited in claim 62, further comprising depicting, as part of the memory collection menu, graphical elements representative of the one or more memory devices in a manner that visually conveys an amount of capacity available for storing user data.

65. A method as recited in claim 62, further comprising listing, in the memory contents menu, multiple saved games pertaining to a single game title that have been previously played on the game console.

66. A method as recited in claim 65, further comprising facilitating, from the memory contents menu, selection of a set of two or more saved games for continued playing.

67. One or more computer-readable media comprising computer-executable instructions that, when executed, perform the method as recited in claim 62.

68. A method comprising:

storing multiple saved games of a single game title on a hard disk drive integrated into a game console; and

facilitating selection of multiple saved games for play on the game console.

69. A method comprising:

storing multiple media types on one or more memory devices of a game console; and

presenting a user interface that portrays content of the game console according to the media types.

70. A user interface for a game console, comprising:

a main menu configured to identify different media types that may be played by the game console, the media types including a game media type, a music media type, and a movie media type;

a games collection menu accessible from the main menu to identify one or more game titles that are currently available to play on the game console;

a music collection menu accessible from the main menu to identify one or more music titles that are currently available to play on the game console; and

a movie collection menu accessible from the main menu to identify one or more movie titles that are currently available to play on the game console.

71. A user interface as recited in claim 70, further comprising a games option menu accessible from the games collection menu to offer options pertaining to a particular game title.

72. A user interface as recited in claim 71, further comprising one or more extensible menus accessible from the games option menu to provide information regarding the particular game title.

73. A user interface as recited in claim 70, further comprising a music player menu accessible from the music collection menu to facilitate playback of a particular music title.

74. A user interface as recited in claim 73, further comprising one or more soundtrack creation menus accessible from the music player menu to create a soundtrack from one or more tracks of music.

75. A user interface as recited in claim 70, further comprising a movie player menu accessible from the movie collection menu to facilitate playback of a particular movie title.

76. A user interface as recited in claim 70, further comprising a memory collection menu accessible from the main menu to identify one or more memory devices of the game console.

77. A user interface as recited in claim 76, further comprising a memory contents menu accessible from the memory collection menu to identify contents of the selected memory device.

78. A user interface as recited in claim 70, further comprising a settings collection menu accessible from the main menu to offer system level options for operating the game console.

79. A user interface as recited in claim 78, further comprising a clock settings menu accessible from the settings collection menu to facilitate adjustment of a system clock in the game console.

80. A user interface as recited in claim 78, further comprising a language settings menu accessible from the settings collection menu to facilitate adjustment of a language used in the game console.

81. A user interface as recited in claim 78, further comprising an audio settings menu accessible from the settings collection menu to facilitate user selection of an audio mode.

82. A user interface as recited in claim 78, further comprising a video settings menu accessible from the settings collection menu to facilitate user selection of a video mode.

83. A user interface as recited in claim 78, further comprising a parental control settings menu accessible from the settings collection menu to allow a user to set various content filter levels for the different media types.

84. A computer-readable medium for a game console comprising computer-executable instructions that, when executed, direct the game console to:

perform a set of system level checks to evaluate system parameters of the game console;

perform a set of media level checks to determine whether a recognizable

media is loaded into the game console; and

load a console application that alternately presents (1) a main menu that

facilitates access to multiple media-specific menus for different types of media

and (2) a media-specific menu associated with the media loaded into the game

console if the media is recognized.

85. A computer-readable medium as recited in claim 84, further

comprising computer-executable instructions that, when executed, direct the game

console to:

evaluate whether a hard disk drive in the game console is present;

evaluate whether a language for the game console is set; and

evaluate whether a clock for the game console is set.

86. A computer-readable medium as recited in claim 84, further

comprising computer-executable instructions that, when executed, direct the game

console to:

detect whether the media in the game console is a game disc;

detect whether the media in the game console is a movie disc; and

detect whether the media in the game console is an audio disc.